```
/**
* Note: The returned array must be malloced, assume caller calls free().
*/
 int* searchRange(int* nums, int numsSize, int target, int* returnSize) {
  int f = -1, I = -1;
  for (int i = 0; i < numsSize; i++) {
    if (nums[i] == target) {
      if (f == -1) {
        f = i;
      }
      l = i;
    }
  }
  int* result = (int*)malloc(2 * sizeof(int));
  result[0] = f;
  result[1] = I;
  *returnSize = 2;//Update the return size
  return result;
```

